

WHEN
THE MOON
HATCHED

INTERNATIONAL BESTSELLING AUTHOR

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Blood and gore
Death and violence
Sexually explicit
Torture
Implied threat of sexual assault/sexual predator
Explicit language
Cruelty toward a creature/abuse
Abduction of an adult (implied off page and post-recounting)
Death in childbirth (implied, off page)
Abduction/trafficking of minors (implied, off page)
Miscarriage (implied for a secondary character, off page)

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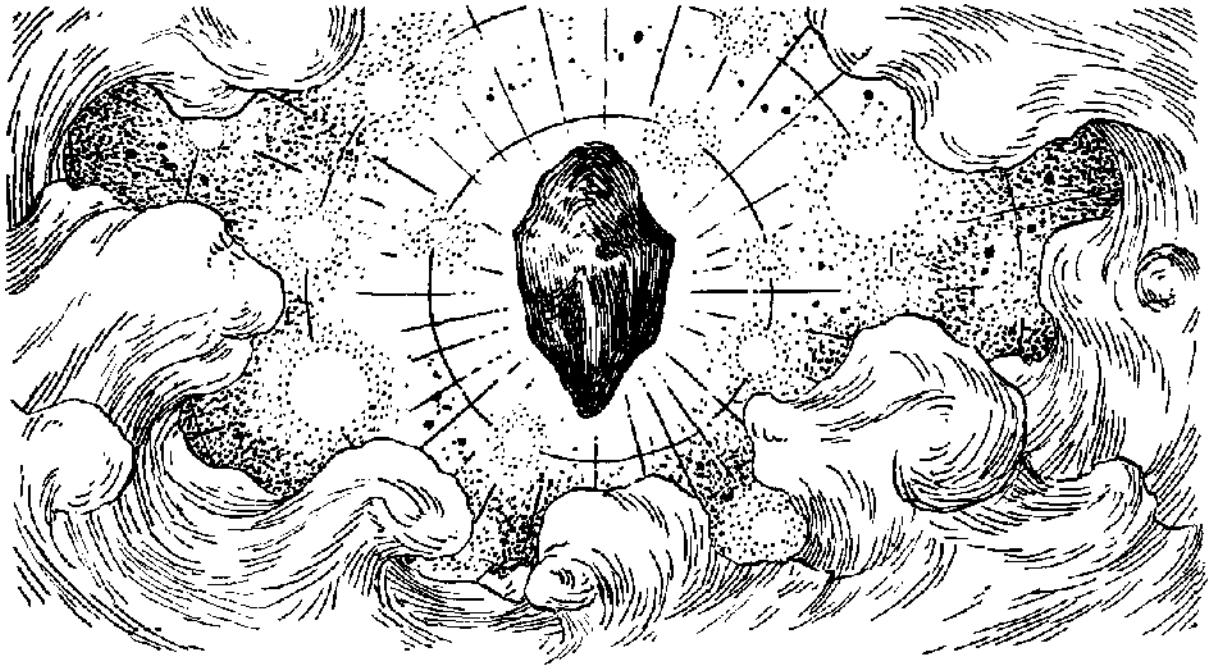
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WHEN
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Ahead is an in-depth glossary and pronunciation guide, including explanations for creatures/beings, terms, and a section that explains age and time.

This has been added as an easy guide for those who would like one, but it is not essential to enjoy or understand the story.

If you would like to skip forward to the map, click [here](#).



GLOSSARY

AGE & TIME EXPLAINED

- AS/After Stone

The tracking of time/phases—after the Aether Stone was gifted to the Neváns.

- BS/Before Stone

The tracking of time/phases—before the Aether Stone was gifted to the Neváns.

- Aurora Ribbons

A band of silver, luminous ribbons that are tethered to both poles of the world (north and south) and orbits the world on this axis. The aurora ribbons are what folk use to track their sleep/awake time.

- Aurora Cycle

A complete aurora cycle is the amount of time it takes for the aurora ribbons to orbit the entire world once. An aurora cycle is equivalent to our twenty-four hour day.

- Aurora Rise/Rising

The time of the aurora cycle when the aurora is dawning on the eastern horizon.

- Aurora Fall/Falling

The time of the aurora cycle when the aurora is setting on the western horizon.

- Dae

The time of the aurora cycle when the aurora is tracking through the sky overhead. This is the time when the folk of this world are often awake.

- Slumber

The time of the aurora cycle when no aurora ribbons paint the sky. This is the time when the folk of this world sleep.

- Phase

1,000 aurora cycles (akin to a year). The aurora ribbons grow marginally thicker over the course of the phase, then thin out on the thousandth cycle. This ebbing rhythm tracks the phase from start to finish.

- Eon

100 phases / 100,000 aurora cycles.

- Age explained

1 phase of life = 1,000 aurora cycles.

24 phases of life = 24,000 aurora cycles.

TERMS

- **Aether Stone**

The small, black stone (the size of an adult thumb pad) that is set amongst a silver diadem. This diadem fuses with a host's head and is guarded by the Neván family line. Caelis (God of Aether) is within the stone.

- **Arithia**

Capital of The Shade.

- **Bhoggith**

The Moltenmaw nesting grounds. This is in The Fade and is a vast stretch of boggy wasteland. There are stable mounds that the Moltenmaws form their nests atop of, building great circular globes from trees and branches and laying their eggs within. Once their eggs begin to rock, the paternal Moltenmaw blows flame upon the structure—a vital part of the hatching process.

- **Binding ceremony**

Much the same as a marriage ceremony.

- **Bloodlace**

Someone who is gifted with a unique power over blood. They can source familial origin, use someone's blood to make them hurt or feel pleasure, etc.

- **Bothaim**

Neutral city. Residence of the Tri-Council.

- **Bound**

The equivalent to a spouse. To say we are 'bound' is also to say we are 'married'.

- **Clip**

A circular notch cut into the peak of a fae's ear, almost as if a tiny creature took a bite from the shell. If someone has a clip, it signifies that they are a null, and that they can't hear any of the elemental songs. This is not something that is prevalent everywhere—just in specific kingdoms.

- **Daga-Mórrk**

One so bonded with their dragon that they can harness its strength and fire. This connection is more myth than reality.

- Dhomm

Capital of The Burn.

- Dragon Bloodstone

Mined from the ground in areas where dragon blood has been spilled. It's the main form of currency in The Fade and The Shade. If ground up and consumed, it's packed full of medicinal properties.

- Dragonsight

The ability to see the trace of old runes—something that can only otherwise be seen via the light of a dragon's flame.

- Drelgad

A segment of the wall that is dedicated to The Fade's army, housing its fresh conscripts.

- Elding Blade

An assassin for the Fíur du Ath.

- Elemental Bead

These are worn to show if an individual can hear any of the elemental songs. There are different fashions for different kingdoms. In The Fade, they are worn as earrings. In The Burn or The Shade, they adorn the wearer's hair, beard, or garb.

- **Red: Ignos (fire)**
- **Blue: Rayne (water)**
- **Clear: Clode (air)**
- **Brown: Bulder (ground)**

- Fíur du Ath

The rebellious group who are working to counteract the tyranny leeching across the kingdoms (predominantly The Fade). Their reach stretches all over the world.

- Fleshthread

Someone who is trained in the art of using runes to mend flesh, muscle, and organs.

- Gondragh

The Sabersythe nesting grounds. This is directly beneath the sun where it

is very hot and uninhabitable for most folk. Very rocky, with lots of volcanoes and rivers of lava. The Sabersythes nest within the nooks and hollows in these volcanoes. Once their eggs begin to rock, they either scoop lava from the volcanoes and spit it into the nests or douse the nests in dragonflame—a vital part of the hatching process.

- Gore

Capital of The Fade.

- Grandmah

'Grandma'

- Grandpah

'Grandpa'

- Hatching Hut

A hut that's generally on the outskirts of the different dragon nesting grounds. This is usually where someone who has stolen an egg will make camp so they can successfully hatch the baby dragons in their natural habitats, ensuring a safe and healthy hatchling.

- Johkull Clan

One of the many warrior clans that reside in the Boltanic Plains. These clans are renowned for producing strong and gifted warriors.

Kaan grew up with the Johkull Clan.

- Kholu

The one foretold to bear an offspring who will eventually tether the moons to the sky indefinitely.

- Mah

'Mother'

- Mahmi

'Mommy'

- Málmr

A hand-carved pendant that those in the warrior clans of the Boltanic Plains offer someone they are courting. They are often made from things like dragonscale, bone, copper, or stone.

- Mindweft

Someone who has the unique ability to dig into another's mind. They are

extremely rare.

- Netheryn

The Moonplume nesting grounds. This is situated in The Shade, at the southernmost pole of the world. Here, the bitterly cold environment is inhospitable to most folk. The Moonplumes nest on giant hexagon pillars of ice. Once their eggs begin to rock, the paternal Moonplume will either blow its icy flames upon the eggs or pack ice and snow atop them—a vital part of the hatching process.

- Null

Someone who doesn't hear any of the elemental songs. In certain kingdoms, their ears are clipped to show this.

- Pah

'Father'

- Pahpi

'Daddy'

- Parchment Lark

Runed squares of parchment that have activation lines. Once folded (into the shape of a lark) these notes will flutter to the one the message is intended for. A reliable form of communication in this world.

- Reídi

The dotted tattoo on the back of a warrior from the Boltanic Plains. Each dot represents a victory won, and a heavily tattooed back is a show of great strength and honor.

- Runi

Someone who has learned how to wield the symbols found in the ancient tomb some believe Caelis (God of Aether) wrote in his desperation to be heard. They wear a white bead and/or white cloaks boasting buttons down their center seam that pinch the cloak into place. These buttons are stamped with different symbols that announce the Runi's talents. For different levels of skill, the buttons are made from different materials—wood being the elementary level, diamond being the most advanced.

- Skripi

A luck/strategy game played throughout the world. The shards that are used are similar to playing cards, but boasting pictures of different

creatures.

- The Burn

The northern third of the world. It's always sunny here, so it's very hot, and it storms often in certain parts. There are lots of rainforests and vast, sandy plains, as well as vast bodies of water.

- The Ditch

The main thoroughfare in the city of Gore.

- The Fade

This is the middle third of the world—the girthy band of the globe. Here, the clouds are always colorful, as it's forever cast in the light of a “golden hour”. It's cold here, often snowy, never rainy, though it sometimes sleet. There is a massive stone wall that circles this girthy part of the world like a belt. Most of The Fade's civilization have built homes within it. In heavily populated areas, a trench is dug down into the wall, effectively splitting it in two—creating a sheltered ditch with skybridges stretching between both sides.

- The Great Flurrt

A celebrated phenomenon where the aurora “duplicates” and ribbons of light spill all over the sky. This does not happen often, but when it does, the dragons will dance together and mate. After a Great Flurrt, there will often be an influx of fertilized eggs.

- The Loff

The vast body of water that halos the Sabersythe nesting grounds like a turquoise iris. It is renowned for being home to ancient beasts and unpredictable weather patterns.

- The Flourish

The underground safe haven ruled by the Elding, nesting in an undisclosed location somewhere in the south.

- The Shade

This is the southern third of the world. No sunshine reaches this area, therefore it's forever cast in darkness—the only light being the aurora ribbons and the light emanating from Moonplume moons. It's very cold here, covered in snow, the coldest part being the southernmost pole known as Nethereyn.

- Tri-Council

This is a council of ancient tri-beaded elementals and very knowledgeable Runis. They hold a certain amount of sway over the kingdoms because of their great power and sometimes intervene in political matters. They reside in Bothaim—neutral territory that does not fall under the rule of any king or queen.

- Truthtune

Someone who has the unique ability to tell when another is lying. They aren't as strong as a Mindweft, but they are more common and prized by The Crown for their ability to tell if someone can hear the elemental songs—mainly younglings who have just begun to hear the songs and are trying to escape conscription.

- Tookah Trial

Two warriors fighting for the privilege to bind with another.

- Undercity

The big, jagged cleft in the ground beneath the wall of The Fade (directly below Gore—The Fade's capital).

It's riddled with abandoned dragon bloodstone mineshafts and is a hotspot for homeless folk. Some of these mineshafts collapse, and creatures from either side of the wall sneak in to find shelter, making it a very perilous place to live.

- Unveiling Ceremony

When a princess gives herself to the Creators (rather than binding to a partner) she is unveiled to the public for the first time. Otherwise, this unveiling happens during the binding ceremony.

- Weald

A small, handheld device that's runed to be able to contain different elements in their purest forms. Fire, air, water, ground, and even dragonflame—though these wealds are rare as they require the blood of a Daga-Mórrk to construct.

CREATURES/BEINGS

- **Elding Bird**

A mythical bird-like creature born from ashes and flames.

- **Faunycaw**

Winged, leathery beasts with stumpy necks and big gloomy eyes. They are less than half the size of an average Moltenmaw and are able to blend with the rust-toned stone in The Burn. They can cling to cliffs and ceilings and have bat-like wings.

They can be ridden.

- **Fae**

The more common folk in this world. They aren't immortal, but they have exceptionally long lifespans.

The fae have pointed ears and sharp canines and are primal by nature.

- **Fate Herder**

A large silver feline-like creature that is more legend than reality. Those who have seen it are often considered crazy or delusional, boasting stories about the beast nudging them to make a different decision than the one they'd intended.

- **Miskunn**

A knee-height creature with white hair and complexion, buttony features, and sharp teeth. They have willowy bodies that fold up like a marsupial and long, tufted tails. They can see into the future, though these visions are sporadic and subject to change. These creatures are verbal.

- **Moltenmaws**

The dragons that live in The Fade. They are covered in feathers, their faces sharp and beaked. Their plumage is a vibrant mix of colors—no two Moltenmaws bearing the same color palette. They can travel anywhere in the world comfortably and are the easiest dragons to charm/steal an egg from.

- **Moonplumes**

The dragons that live in The Shade. They have leathery, luminous skin that comes in shades of gray, pearl, iridescent, and white. Their eyes are big black and glittery, their faces rounded, necks long, bodies elegant. Their tails are long, like brushes of silken strands. They are cold-loving

creatures, and they cannot handle the sun or their skin burns, nor do their eyes adapt to such brightness. They are very cunning and are therefore the hardest dragons to charm or steal an egg from.

- Sabersythes

The dragons that live in The Burn. They are large boxy creatures with scales, spikes, and heavily tusked faces. They come in many different colors, such as rust, bronze, red, brown, black, and gold. They are heat-loving creatures and cannot survive for long in the fierce cold of The Shade. They can be very boisterous and aggressive and are almost as hard to charm or steal an egg from as the Moonplumes are.

- Velvet Trogg

Large lanky creatures that like to hoard and feast on trash. They have four arms, long black hair, and blue velvet skin. They consume memories from the bits of trash they eat and purge them as luminous, sticky tendrils they pull from gaping holes in their hands, using these tendrils to decorate their lairs. These creatures are verbal.

- Waif

Rare, lanky, fog-like creatures that haunt drapes of mist where they nibble souls in exchange for messages from the dead. These creatures are verbal.

- Woetoe

Furry creatures with big, paddled ears, long noses, pronged teeth, and whiskers. They are around two-thirds the size of a regular fae and are prized for being able to steal things from tricky places. They are great hoarders. These creatures are verbal.

CHARACTERS

- **Agni**

A very gifted Runi who lives and works at The Burn's Imperial Stronghold.

- **Ahdrik Neván**

Former King of The Shade. Partner to Eudora Neván, and father of Elluin and Haedon Neván.

- **Allume**

Haedon Neván's Moonplume.

- **Arkyn**

Also known as the Scavenger King.

- **Bulder**

One of the five Creators—the God of Ground.

- **Cadok Vaegor**

Current King of the Fade. Partner of Dothea Vaegor, father of Turun Vaegor, son of Ostern and Kovina Vaegor, sibling of Kaan and Veya and twin of Tyroth Vaegor.

- **Caelis**

One of the five Creators—the God of Aether.

- **Clode**

One of the five Creators—the Goddess of Air.

- **Dothea Vaegor**

Current Queen of The Fade. Partner to Cadok Vaegor, and mother of Turun Vaegor.

- **Elluin Neván**

Former princess of The Shade. Daughter of Ahdrik and Eudora Neván, and the sibling of Haedon Neván. Descendant of the familial line entrusted with the Aether Stone.

- **Essi**

Raeve's young friend whom Raeve rescued from the Undercity. Essi lives with Raeve in Gore and is very smart.

- **Eudora Neván**

Former Queen of The Shade. Partner to Ahdrik Neván, and mother of Haedeon and Elluin Neván. Descendant of the familial line entrusted with the Aether Stone.

- Fallon

Raeve's friend whom she lost a long while ago.

- Grihm

King Kaan's second-in-command.

- Haedeon Neván

Former prince of The Shade. Son of Ahdrik and Eudora Neván, and the sibling of Elluin Neván. Descendant of the familial line entrusted with the Aether Stone.

- Ignos

One of the five Creators—the God of Fire.

- Kaan Vaegor

Current King of The Burn. Eldest son of Ostern and Kovina Vaegor, and sibling of Cadok, Tyroth, and Veya Vaegor.

- Kyzari Vaegor

Princess of The Shade. Grandchild of Ostern and Kovina Vaegor. Descendant of the familial line entrusted with the Aether Stone.

- Ostern Vaegor

The former King of The Burn. Partner of Kovina Vaegor, and father of Kaan, Cadok, Tyroth, and Veya Vaegor.

- Pyrok

A not-very-helpful member of King Kaan's Imperial Court. Sibling of Roan.

- Raine

One of the five Creators—the Goddess of Water.

- Rekk Zharos

A renowned bounty hunter.

- Roan

An alchemist and a member of King Kaan's Imperial Court. Sibling of Pyrok.